**binary** - a way of data representation used by computer

**character classification** - a type of characters that are represented in code

**decimal** - numbers that have ten as a base

**defaultfloat** - a format of floating-point value representation that uses either fixed or scientific notation to express floating-point value in the most precisely way within given precision

**file positioning** - choice of space in file where the program has to start reading or writing of data.

**fixed** - a format of floating-point representation that expresses the number after the point as precisely as it is stated by precision parameter.

**hexadecimal** - numbers that have sixteen as a base. Used to express values of bytes.

**irregularity** - something unusual and non-standard that has to be processed by the system

**line-oriented input** - A type of input that reads a whole line of file instead of only one value

**manipulator** - A special term that affects the behaviour of a stream

**nonstandard separator** - A symbol that isn’t treated by the system as a separator

**noshowbase** - show number without its base if that was turned on with showbase

**octal** - numbers that have eight as a base

**output formatting** - choice of how the output should be formatted and look like

**regularity** - something usual and standard for the system that can be treated by default

**scientific** - a format of floating-point representation that uses exponential representation for more precise expression of floating-point number. The number of figures after point is set by precision parameter

**setprecision()** - sets the precision parameter, the amount of symbols that should be used to represent floating-point values

**showbase** - shows a base of a number